COMPACT
disc
DIGITAL AUDIO

Panasonic

THE
DAEDALUS
ENCOUNTER™

Virgin
MECHADEUS™ Palmsoft

3DO

Panasonic

THE
DAEDALUS
ENCOUNTER™

3DO

FZ-SM3751
For use with 3DO™ systems

DAEDALUS ENCOUNTER

Prologue

The year is 2135, the final days of the First Interstellar War. You are Gunner First Class Casey O'Bannon, serving aboard the TAS Interceptor Talon. The pilot is Lt. Ariel Matheson, a tough and experienced officer who plays it by the book. The co-pilot/ engineer is Warrant Officer Zack Smith, who has a well-deserved reputation as a loose cannon. Despite their differences, Ari and Zack have been both friends and shipmates of yours since basic training...

During your squadron's routine patrol near Phalanx Prime, a group of Vakkar fighters roars out of hyperspace and launches a deadly attack. Your final memory of the event is seeing a huge chunk of the enemy's fuselage bearing down on your ejection

The Artemis

1

SHIP'S LOG

Ariel Matheson, Personal Log.

2 September, 2132. Word came over NewsNet today that the TAS Magellan, an exploration ship, was attacked and destroyed by unknown forces en route to the Pleiades. The Alliance announced that it would be sending a well-armed task force to investigate. It seems likely that our squadron will be part of that group, so I'm going to use the opportunity to tell Richard that things just aren't working out...

Zack's Log.

It's Thursday, I think. Jeez, my liberty didn't last long! Just got to one of the 'better' bars in Stalag City, looking forward to some three-breasted Orion table dancer takin' my mind off my troubles, when the MPs show up and tell me we're shipping out to the Plebes or something. Shit. Hey- they sent five of 'em this time! Guess they didn't want to get their butts kicked again.

Casey O'Bannon, Personal Log.

September 23rd, '32. I got the word that we're leaving with the task force on Tuesday. There's going to be a war everyone says – a big one. Zack says it'll be over in a week, but Ari thinks it could be a long one, and we might even lose if we aren't well prepared. We've been training for two years now, but now it's going to be the real thing. At least I'll be with my friends – whatever we run into, I know we can come through it together.

Ariel Matheson, Personal Log.

30 May, 2133. Our task force encountered an alien dreadnought yesterday. It took out the cruiser Nautilus in the first barrage and managed to shoot up our carrier pretty good before it was forced to retreat. Intelligence made contact with traders and were informed that the enemy is called the Vakkar. They also report that the Vakkar are numerous and well-armed, probably a good match for the Alliance forces. It looks like we might be in for a long stay.

Zack's Log.

It's two a.m. and I just lost a week's pay to Jurgens again. Lousy mother has that game rigged, I know it! Anyway, we got a pretty good look at one of those Vakkar today. Casey nailed one of those pinwheel fighters and we snagged one of the ejection pods with a tractor beam. Looks like some kinda mutant frog with its arms and legs glued together. We didn't get much time to gawk though, the sucker self-destructed! Maybe he didn't like our looks, either.

Casey O'Bannon, Personal Log.

August 24th, 2133. We just returned from another long patrol. Reinforcements and supplies are due to arrive any time now, but I don't think we'll get to go back this time. In fact, Zack says that no one has left the front – at least, not alive.

Ariel Matheson, Personal Log.

25 December, 2133. It's Christmas, but that only seems to have worsened the depression around here. We've been gone over a year, and the war shows no signs of letting up. Lately, the Vakkar have managed to intercept several of our resupply convoys, leaving us critically short of spare parts and reserves.

Zack's Log.

It's New Year's Eve – party is starting in an hour. I hear somebody got hold of a case of synthahol! Good thing too – I spent the day scraping some First Lieutenant's guts off the Shield Converter in his wrecked ship so I could replace the one in the Talon. I could use a drink right now.

Casey O'Bannon, Personal Log.

February 28, '34. A supply convoy made it through today! Spirits are higher than they've been in months. The crews also brought rumors of some big victories for the Alliance. Maybe things are looking up for us at last.

Ariel Matheson, Personal Log.

7 May, 2134. Yesterday we were forced to make an emergency landing on Takkow Seven. I was injured in the leg and we came under attack by Vakkar ground forces. I am certain that we all would have been killed if it weren't for Casey. But the weird part was Zack – he almost seemed...well, 'normal' for a while, even caring. It's scary, but I actually found myself almost...attracted? To Zack!? Nahhh...it's just stress.

Zack's Log.

Uh, it's May something – who cares? Anyway, I really thought we had bit the big one yesterday. Damn reactors took a dump while we were atmospheric over a Vakkar installation. Ari did a good job of setting it down, but the Vaks were all over us like a swarm of Dobrian fire-hornets. Case really pulled our butts out of it with that plasma gag. Why didn't I think of that?

Casey O'Bannon, Personal Log.

May 7th, '34. I just got back from visiting Ari in the infirmary. Her leg is healing well and she should be back on her feet in a day or two. Takkow Seven really came as a wake-up call. Things have been going pretty well and maybe we got a little overconfident. Zack really impressed me – he got Ari out of the wreckage and then insisted on carrying her the two kilometers to the evac point. I think he really cares about her, but he can't drop his bravado shell enough to let her see beyond it.

Zack's Log.

The fifth of April, 2135. Two stinking years we've been out here! Hah! And Ari thought this thing would be over in a week. Well, I was right again!

Casey O'Bannon, Personal Log.

June 1st, 2135. We are about to embark on a routine patrol, but...I've got this strange sense of dread... Oh, there's the call. I'll continue this when I get back...

Switch power on, set CD in tray with printed side up. The first thing you will see is the opening demo. When the demo is over, or when any button is hit during the demo, the Main Menu will appear.

•Navigation Control on/off

•Virtual Interface on/off

•Select Interface
•Navigation

•Control Pad Help
•Interface Help

•Go

•Go back to Menu

•Go back to Jump To Menu
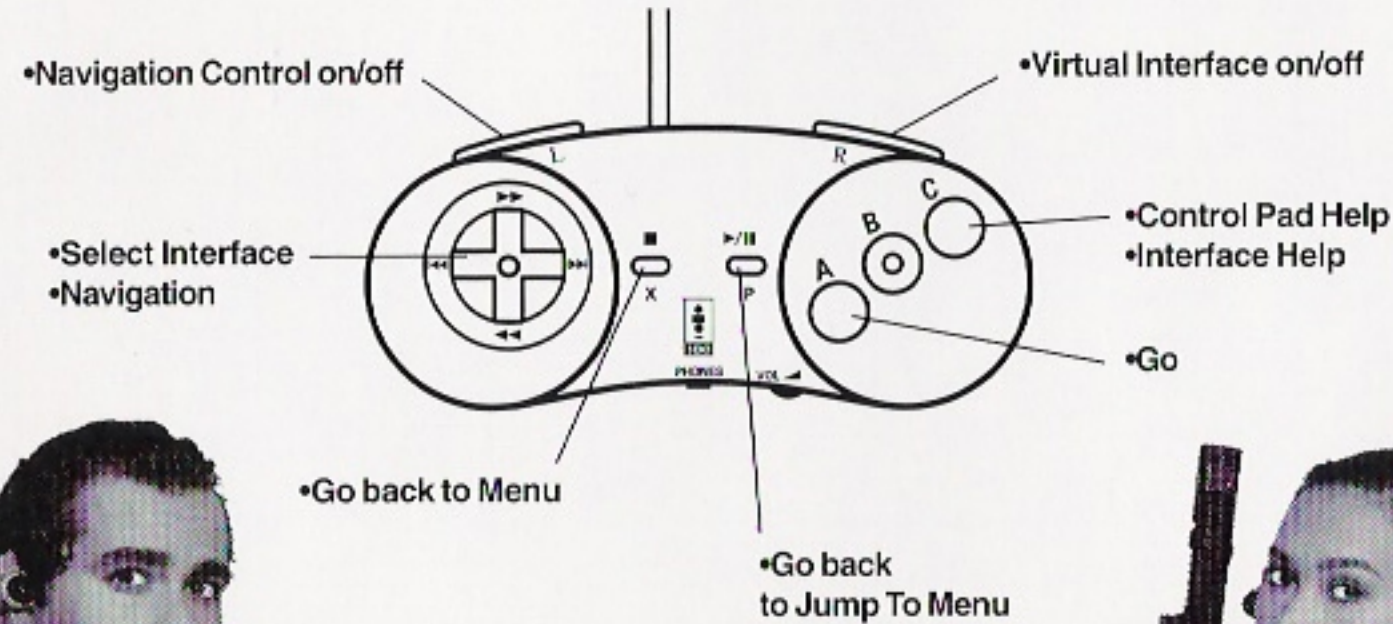
How to Quit Daedalus:
1: Exit to the Menu
2: Eject the Daedalus CD
3: Turn off the 3DO machine

Main Menu
When you first launch Daedalus you are asked to select a player. During game play, options and game positions are stored automatically under your player name.

CASEY 1 14
CASEY 2 8
CASEY 3 —
CASEY 4 —
ERASE
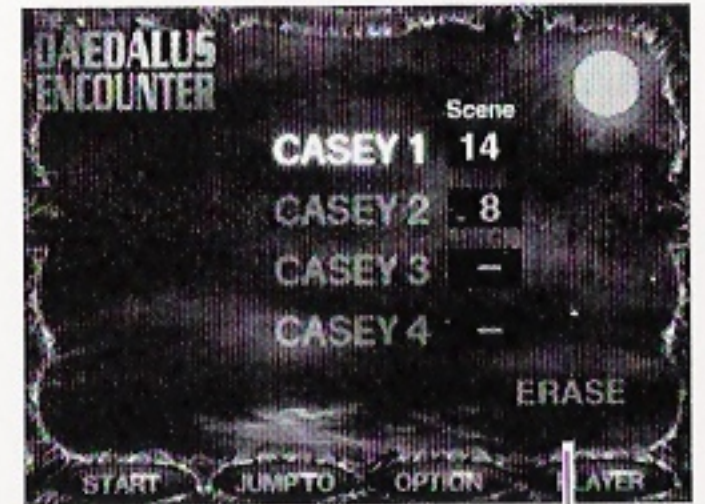
To erase an existing player, choose [erase], then the player name.

CASEY 1

Player Selection

Game Scene

Disk Location — Disk 1 / 2

EASY

Difficulty Level

Scene Number
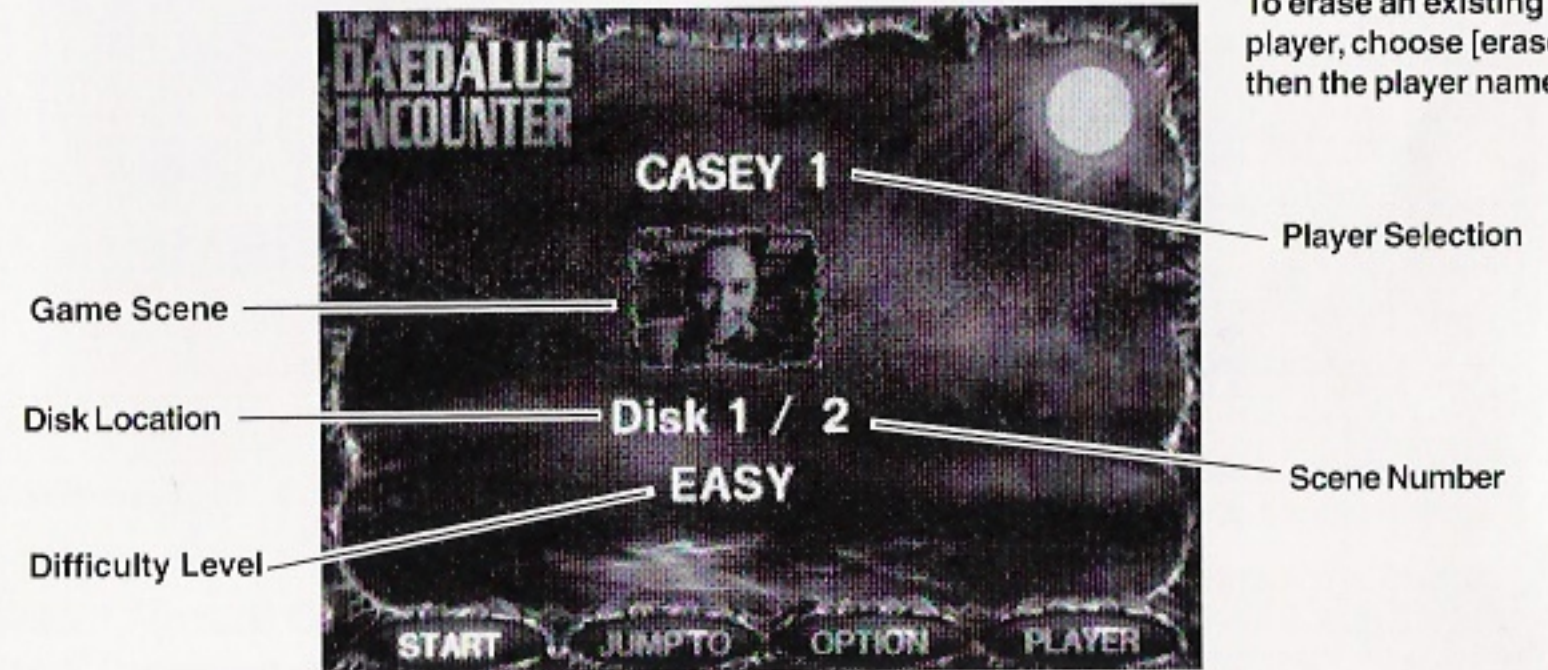
START
Begins the selected game.

JUMP TO
Jumps to a previously played scene. To select, use control pad up/down.

OPTION
Sets puzzle difficulty level.

PLAYER
Select a different stored player.

As CASEY,

You walk the line between Man and Machine. All that's left of your human form is your brain, which the medtechs have infused with a mechanical support and electronic interface. Zack has added his own modifications to allow you to communicate and control various devices. Here is a breakdown of the systems and controls at your disposal...

[YES/NO]
[Analysis]
[Data]
[Arm]
[Floodlight]
[Multilight]
[Startup]
[Diagnostics]
[Deploy]

[YES/NO]
A simple method to respond to questions.

[Analysis]
This activates an intelligent analysis that provides information on certain objects.

[Data]
Sends stored analysis data.

[Arm]
Activates the probe's Grapple Arm.

[Floodlight]
Activates a general purpose floodlight.
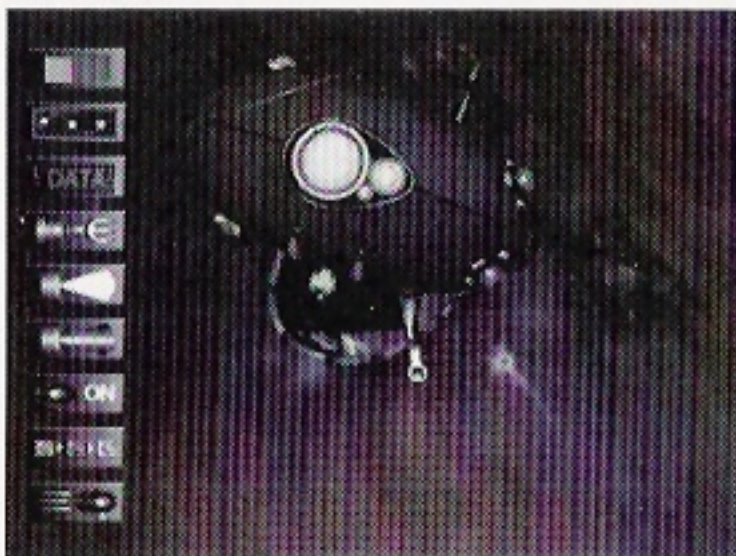
[Multilight]
Activates your multilight transmitter.

[Startup]
Initializes the probe's systems. This is a required step before using the probe.

[Diagnostics]
Starts a diagnostic check on the probe.

[Deploy]
Launches your onboard probe.

Welcome to the Daedalus Encounter. The game begins after the opening scene; with a Training Mission. The game prologue allows you to get acquainted with your new interface controls. You'll have a chance to launch your probe and try out it's on-board systems. Remember the probe is your eyes, ears and hands so be careful not to damage it. Making the wrong move could result in the end for you and your friends. Ari and Zack are your teammates so learn to trust them, but most of all don't forget to trust yourself...

You are Casey.

(Step 1)Virtual Control
Once the intro is finished, Ari & Zack begin explaining what happened to you since the Vakkar attack. When Ari is finished, she will ask you if you can understand her. Use the Yes/No buttons to respond.
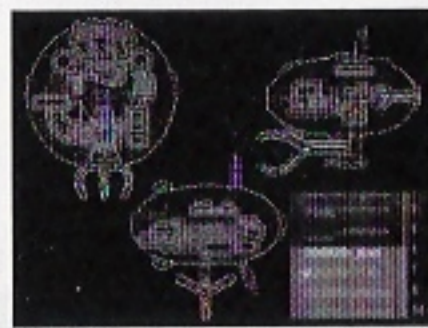
(Step 2) Activate your probe

The Artemis comes upon a drifting Vakkar freighter. Ari wants to get a closer look, giving you your first chance to use your remote probe.
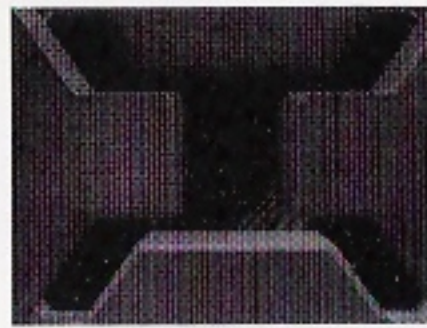
Start probe → **Run diagnostics** → **Lanuch probe**

(Step 3) Analysis of Vakkar Ship

When your probe reaches the stranded freighter, use your onboard systems to analyze the ship's configuration. When Ari asks you to run an I.D. check on the ship, click on the [Analysis] button.

(Step 4) Blow the hatch

You'll need to use your laser torch to open the cargo door. When your laser arms itself, aim it on the upper left door controls. Be careful, it may be boobie-trapped.

(Step 5) Search Ship

Use your navigation controls to search the ship for any valuable cargo. Hold down the L key on the keypad and use the directional arrows to navigate your probe. When your directional cursor turns RED then you can push the A button to go to that area.

(Step 5) Grapple Arm

If you come across any valuable cargo, use your Grapple Arm to acquire the object and perform an anlysis on it. Clicking on the [Grapple Arm] button will activate it.

When your training mission is complete you'll have learned all the basic techniques to get you through your adventure and you'll be heading for Mizar. Many dangers await you there so be careful, and most of all...
...Good Luck!

What is the secret behind the mysterious orbs? How are you going to control the giant alien ship?

Puzzle Help
Solving the door puzzles is imperative to your success. The following offers some hints to help you through them...
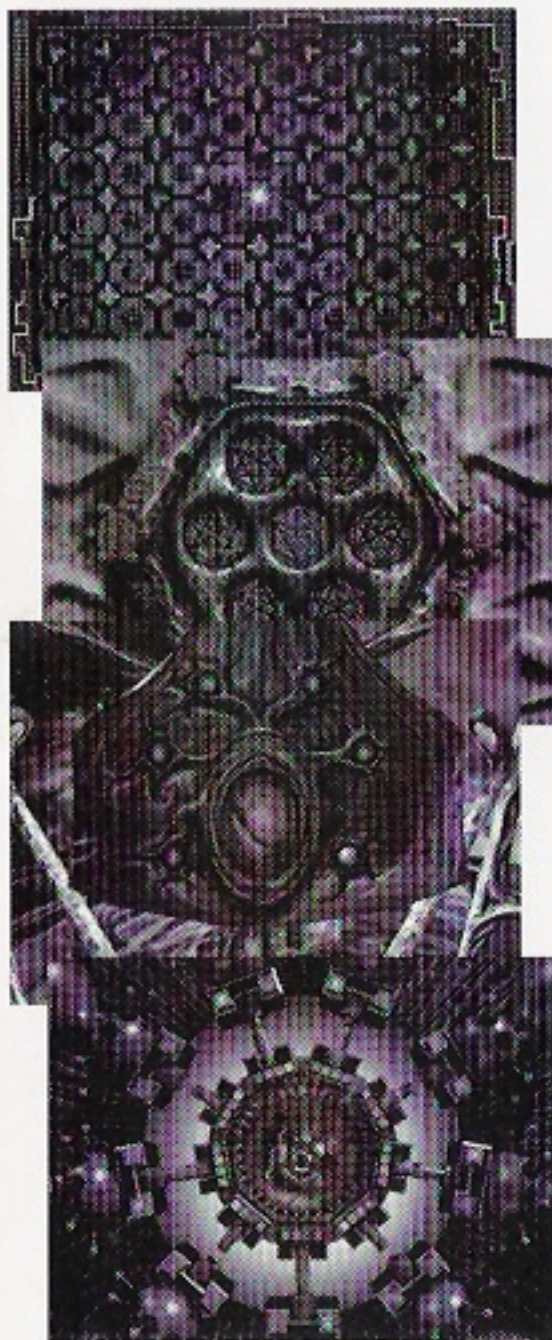
• Artemis Power System
In the center of the screen is the Power Core. Click on the Bidirectional Relays to rotate them clockwise. When the relays are properly aligned and connected they will conduct power.

• Yellow Door
The object of this lock is to click on the components to rotate them until all of the lines in the central hex are filled.

• Sun Dial
Clicking on the outer ring of hemispheres causes two of them to change colors. The goal is to change all of the hemispheres to yellow.

• Probe Logic
To solve this puzzle you must close the gates to bring the probe back online. Open a gate by clicking on its colored switch, all other gates that share one of the color codes reverse their current state.
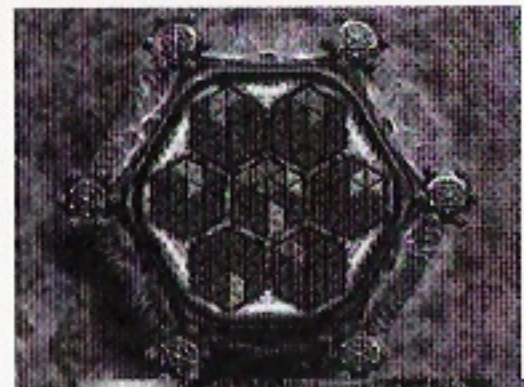
• Blue Door
When you Rotate the outer hexagons by clicking on them, the corresponding shape is also rotated in the center hexagon. If any of the colored shapes intersect in the center hexagon, the overlapping triangles turn gray. The goal is to rotate the shapes so that there are no gray triangles in the central hexagon.

• Orbital
The solution is to position the planets along their orbital paths so that the one planet that is not directly controlled is moved over the sun to cause an eclipse.
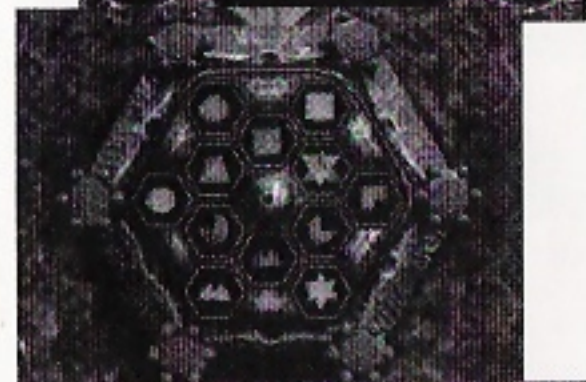
• Orange Door
To solve this puzzle you must freeze the objects in pairs of matching silhouettes, causing them to become highlighted. When all of the objects are highlighted, the lock will open.

• Green Door
The objective is to route a colored light so that it reaches the flashing point of the same color. You can deflect the path of the light by clicking in the cells. It is all right for the colors to mix at the position where they hit the flashing points.

• Purple Door
Clicking on one of the black lines causes it to turn blue. The lock responds by turning one of the lines red. Once a line is red or blue it cannot be changed. The object is to create a closed loop made up of at least four lines (which turns green) before the lock can do the same.

• Red Door
The object is to rotate the groups until the pattern matches the currently highlighted state. Clicking on the right side of the swirl causes the group to rotate clockwise – clicking on the left side causes the group to rotate counter-clockwise.
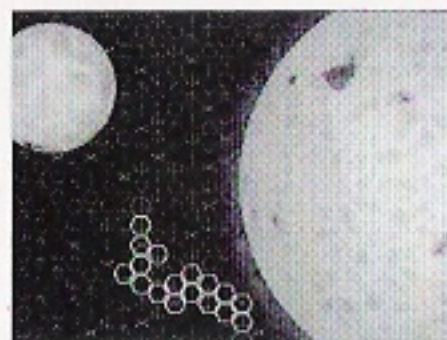
• Navigation
You must plot a path for the ship to follow from the bottom of the screen to the top while avoiding the two suns. Choose the path by selecting a symbol at the base of the screen, then choose another symbol adjacent to it. Note that some sequences of symbols allow the path to form while others reset it. You must plot the path before the ship gets too close to the sun.

14

THE DAEDALUS ENCOUNTER

Starring
| Ari | TIA CARRERE |
| Zack | CHRISTIAN BOCHER |

Staff
Creative Director/Editor	MARK GIAMBRUNO
Technical Director	BRITTON PEDDIE
Programming Director	STEVE GOECKLER
Senior Artist/Mappers	LAURA HAINKE
	ANDY MURDOCK
Senior Animator	ERIC CHADWICK
Live Action Director	SCOTT EWERS
Screenplay	MARK GIAMBRUNO
	NED MILLER
Music and Sound	HER HOUSE PRODUCTIONS
Exective Producers	DEIRDRE O'MALLEY
	JOHN EVERSHED

PALMSOFT, INC
3DO conversion

| Director | MASA ISHIKAWA |
| Programming | LIFELIKE PRODUCTIONS, INC. |

15

End User Notice

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESSED, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMA-NENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY, MATSUSHITA ELECTRIC CORPORATION OF AMERICA, VIRGIN INTERACTIVE ENTERTAINMENT, INC., MECHADEUS NOR PALMSOFT WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COM-PANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.

2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for a extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

COMPACT DISC USAGE PRECAUTIONS
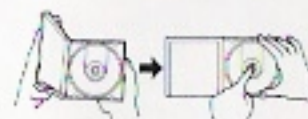
TO OPEN THE CASE, GENTLY PRESS BOTH SIDES OF ITS TOP. TO REMOVE THE CD FROM THE CASE, PRESS THE CENTER HOLDER AND LIFT THE CD, HOLDING BY THE EDGES.

TO RETURN THE CD TO THE CASE, INSERT THE CD WITH THE LABEL FACING UPWARD, AND PRESS DOWNWARD AT THE CENTER.

IF THE SURFACE IS SOILED, WIPE GENTLY WITH A SOFT, DAMP CLOTH (DAMPENED WITH WATER ONLY). ALWAYS MOVE THE CLOTH DIRECTLY OUTWARD FROM THE CENTER OF THE CD, NOT IN A CIRCULAR MOTION.

DO NOT USE RECORD CLEANING SPRAYS, BENZINE, THINNER, STATIC ELECTRICITY PREVENTION LIQUIDS OR ANY OTHER SOLVENT.

DO NOT WRITE ON THE SURFACE OF THE CD WITH A BALL POINT PEN OR OTHER WRITING INSTRUMENT.

BE SURE TO STORE CDS IN THEIR CASES TO PROTECT THEM FROM DUST, SCRATCHES, AND WARPING.

DO NOT PLACE OR STORE CDS IN THE FOLLOWING PLACES:

- LOCATIONS EXPOSED TO DIRECT SUNLIGHT, HUMID OR DUSTY LOCATIONS.
- LOCATIONS DIRECTLY EXPOSED TO A HEAT OUTLET OR HEATING DEVICE.